



FIG. 1

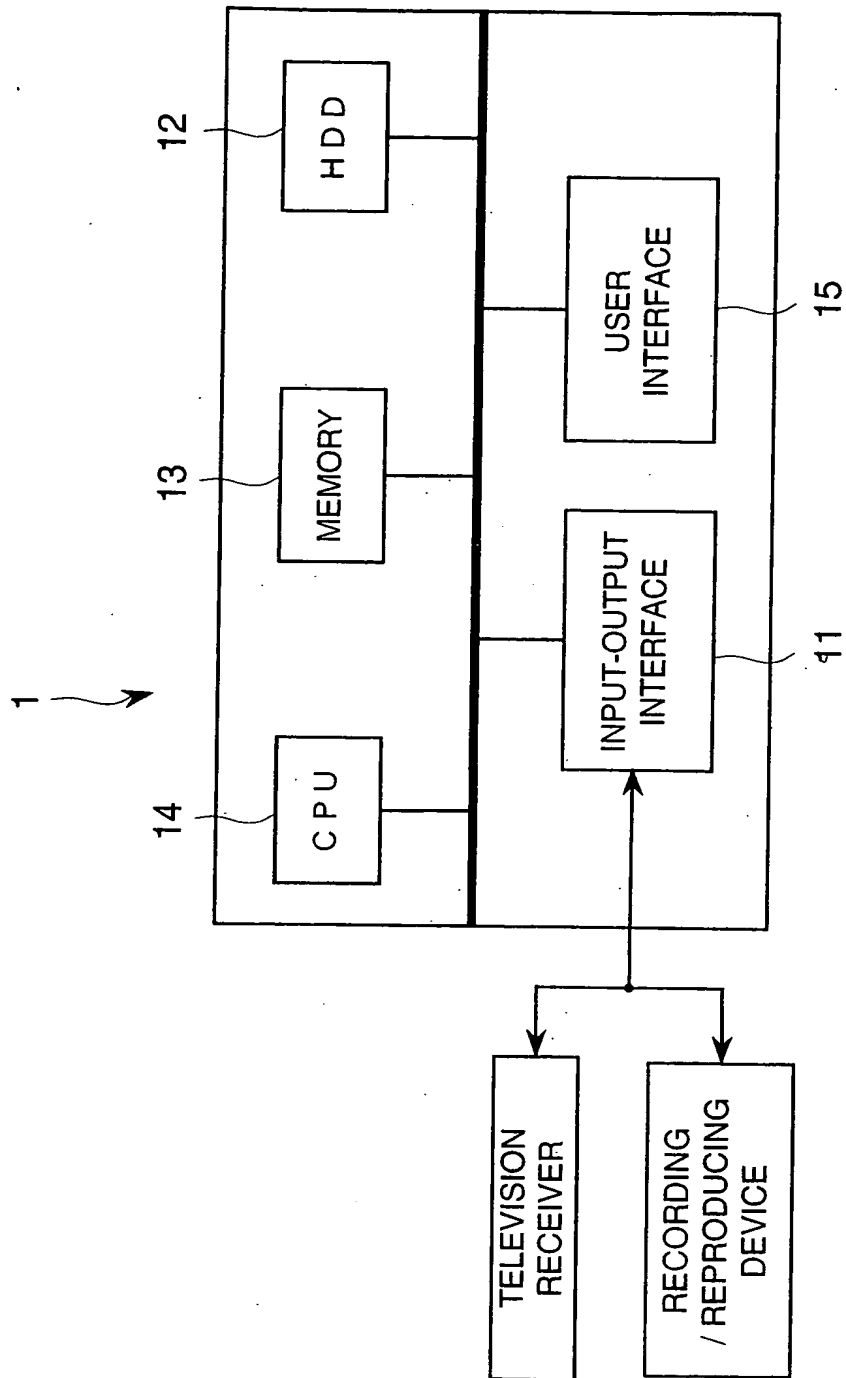


FIG. 2

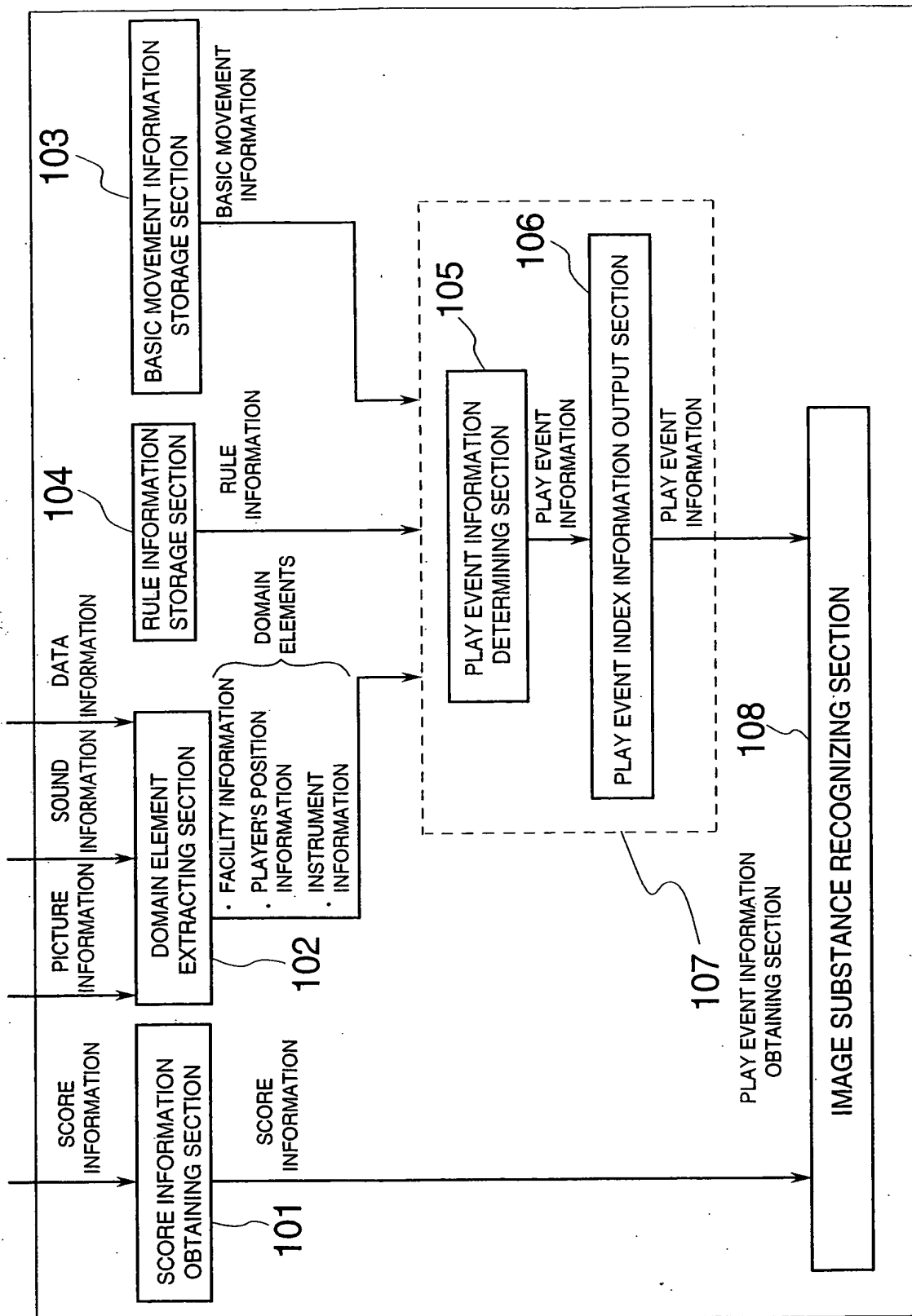


FIG. 3

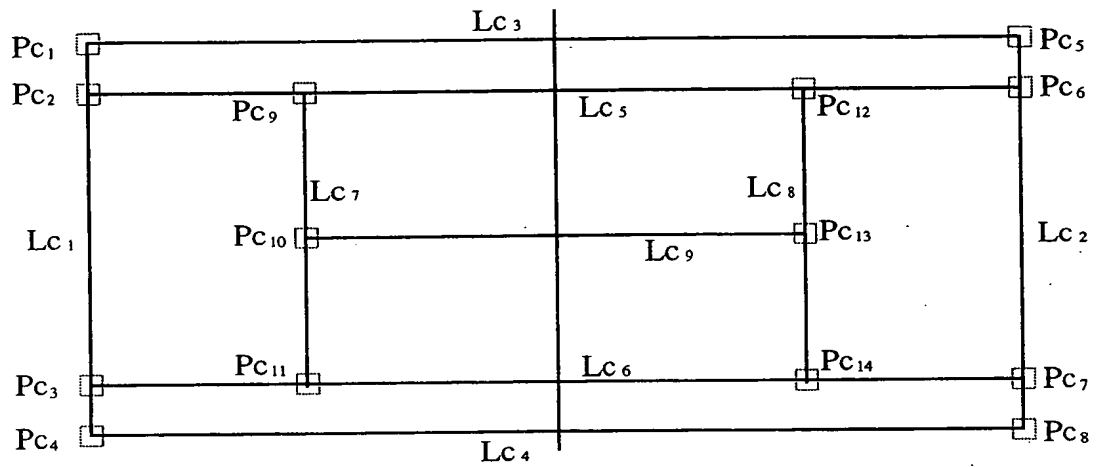


FIG. 4

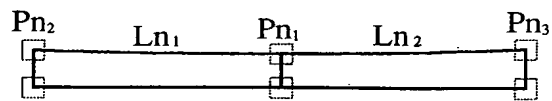


FIG. 5

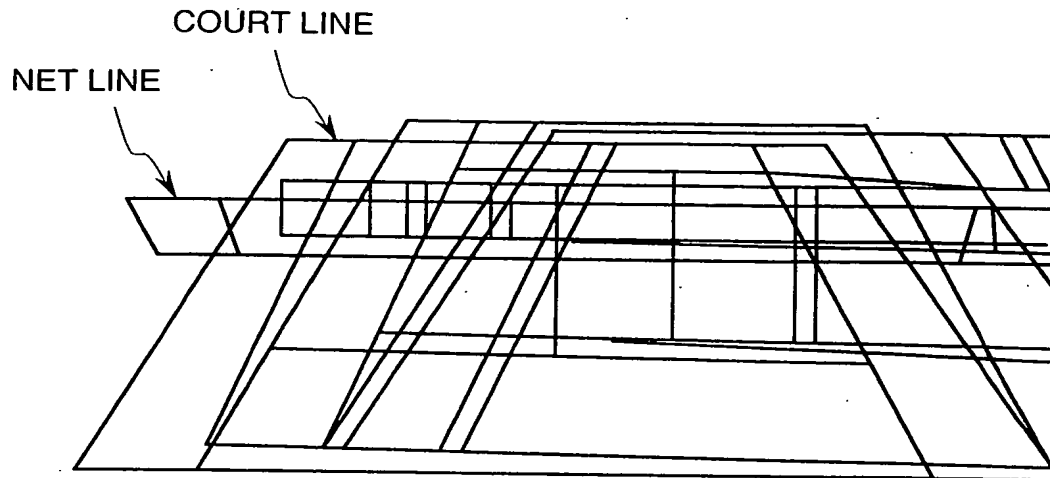


FIG. 6

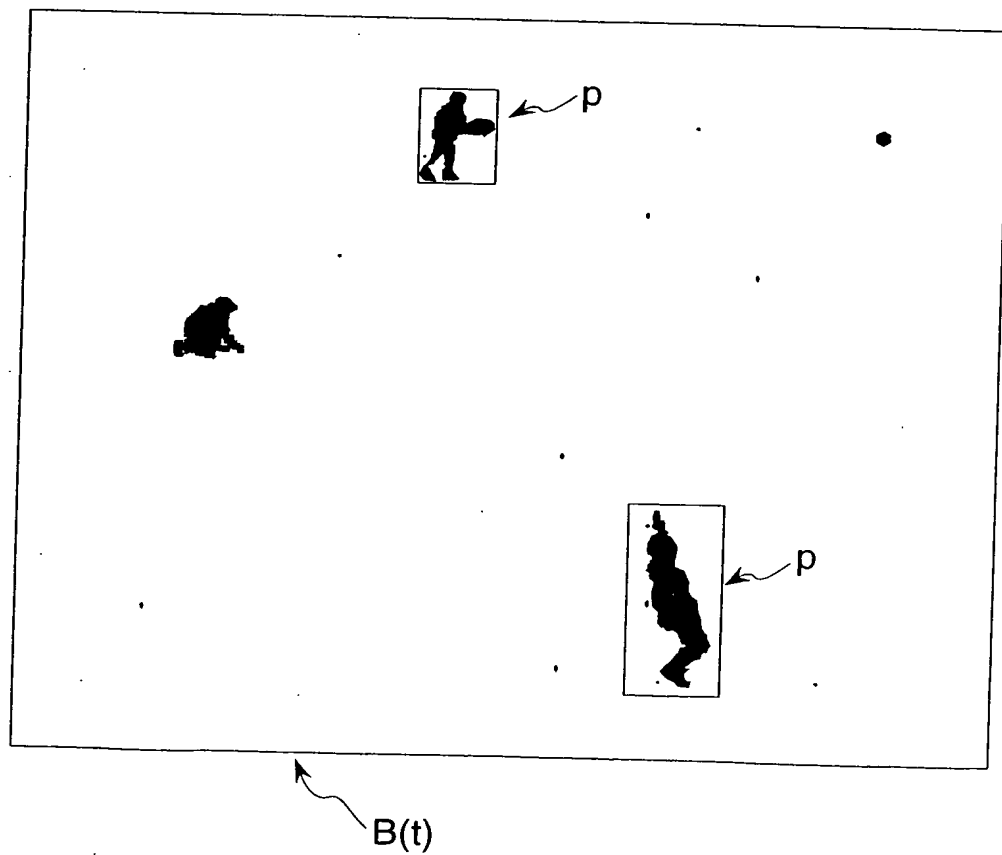


FIG. 7

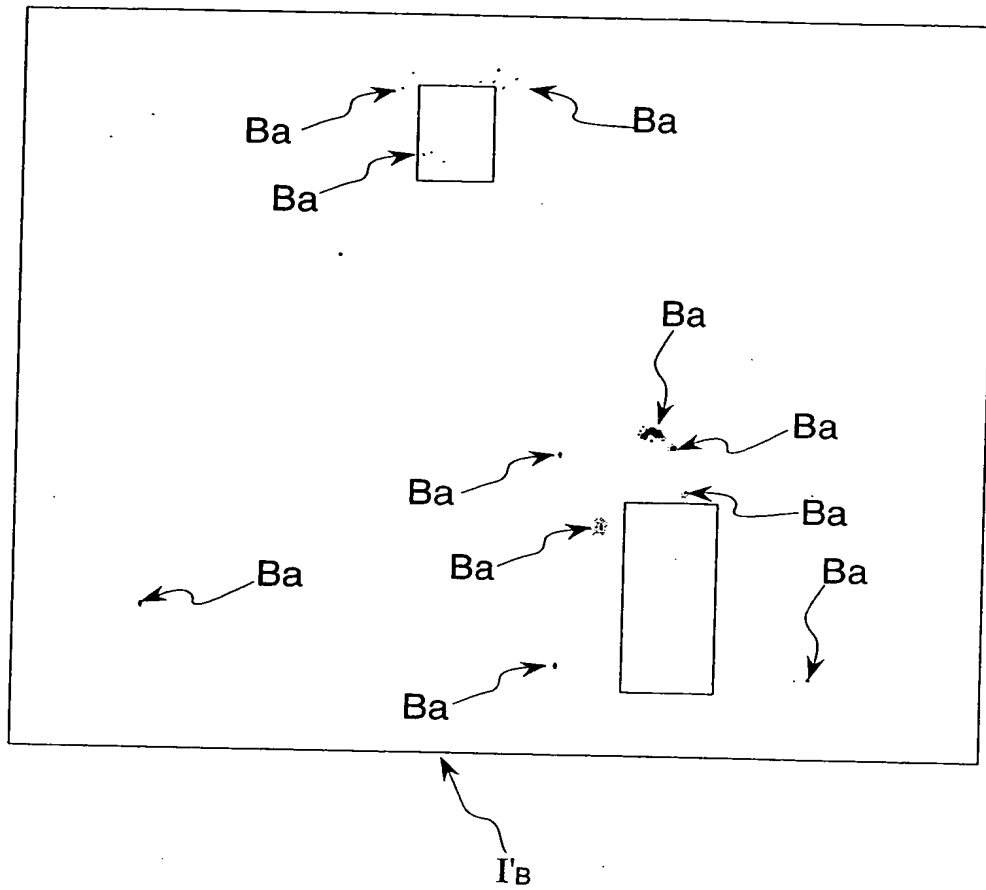


FIG. 8

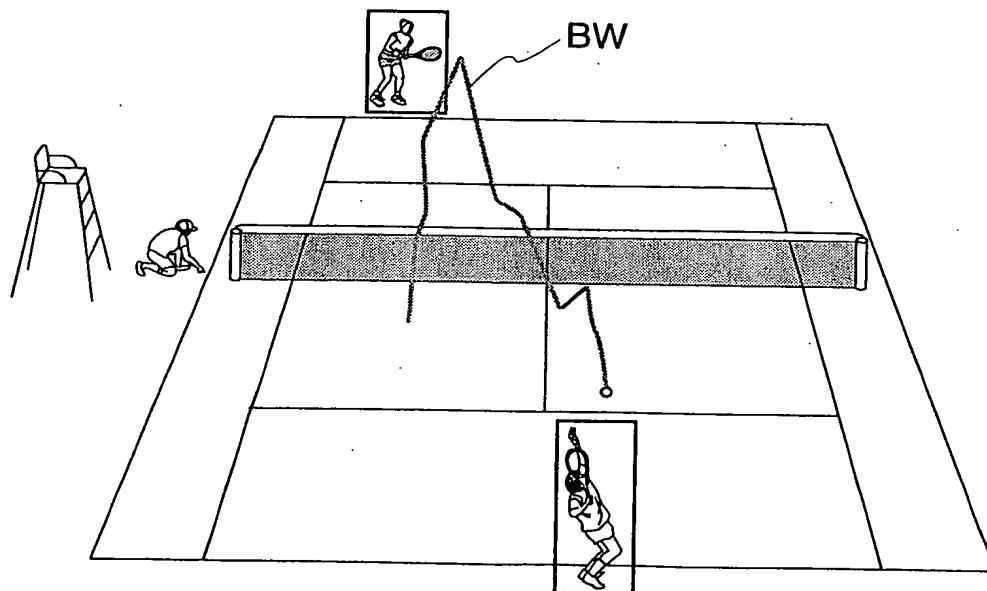


FIG. 9

BASIC MOVEMENT INFORMATION ID	BASIC MOVEMENT INFORMATION
K0001	stay
K0002	move
K0003	forehand-swing
K0004	backhand-swing
K0005	overhead-swing

FIG. 10

MOVEMENT INDEX	MOVEMENT INDEX RULE INFORMATION
SERVICE	BOTH PLAYERS DO "STAY" IN RESPECTIVE ZONES OUTSIDE THE COURT AT THE SAME POINT IN TIME AND THEN EITHER OF THE PLAYERS DOES "OVERHEAD_SWING" IN THE ZONE OUTSIDE THE COURT.
DASH TO THE NET	A PLAYER HITTING THE BALL IS IN A ZONE OTHER THAN THE NET COURT AT THE TIME OF HITTING AND THEN THE PLAYER IS IN THE NET COURT AT THE TIME OF NEXT HITTING.
.	.
.	.
.	.

FIG. 11

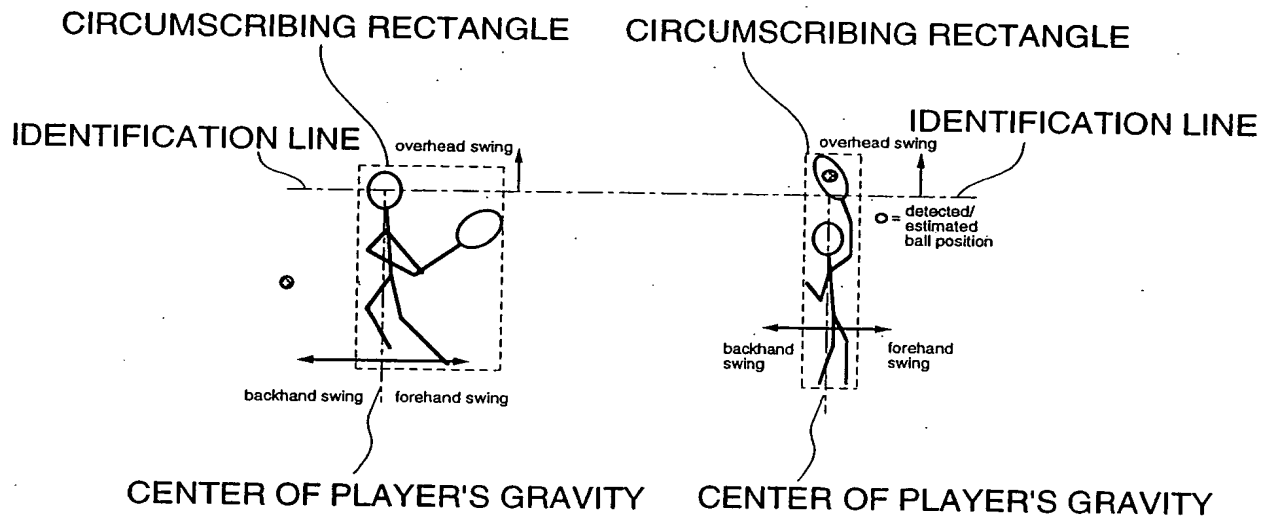


FIG. 12

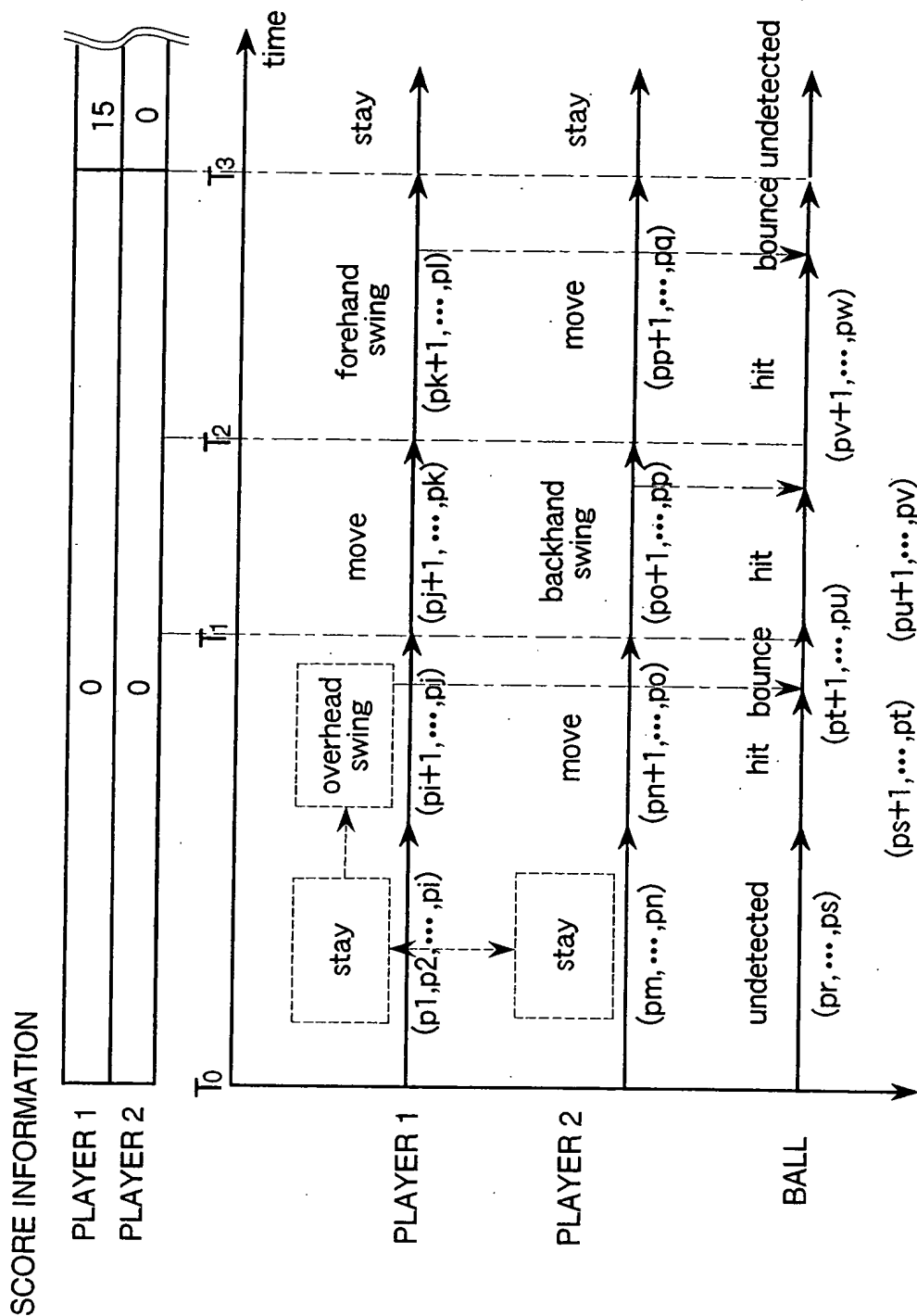


FIG. 13

